PlayStation

NTSC | U/C

PlayStation™

THE LOST WORLD

JURASSIC PARK

TEEN

AGES 13+

CONTENT RATED BY ESRB

SLUS-00515

DREAMWORKS INTERACTIVE

ELECTRONIC ARTS

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing.

If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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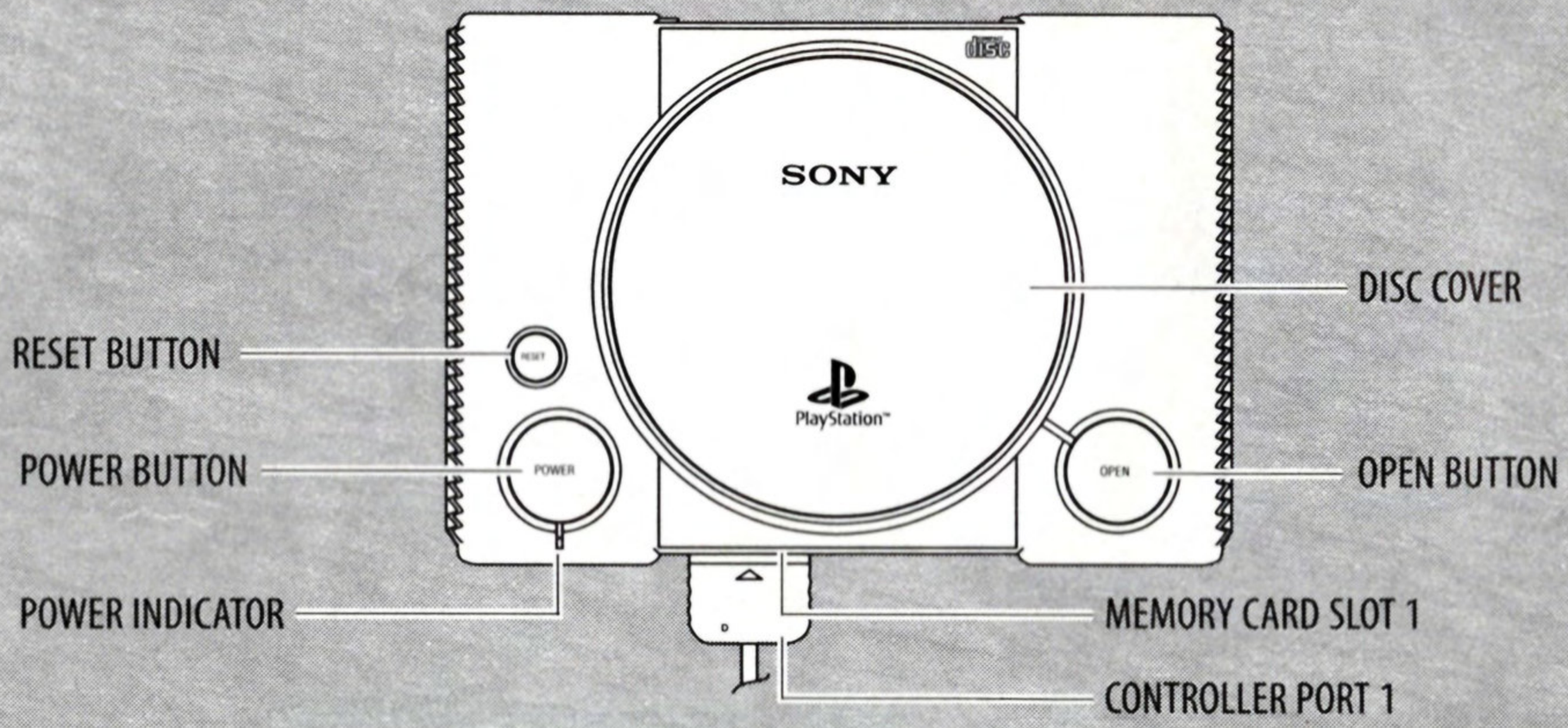
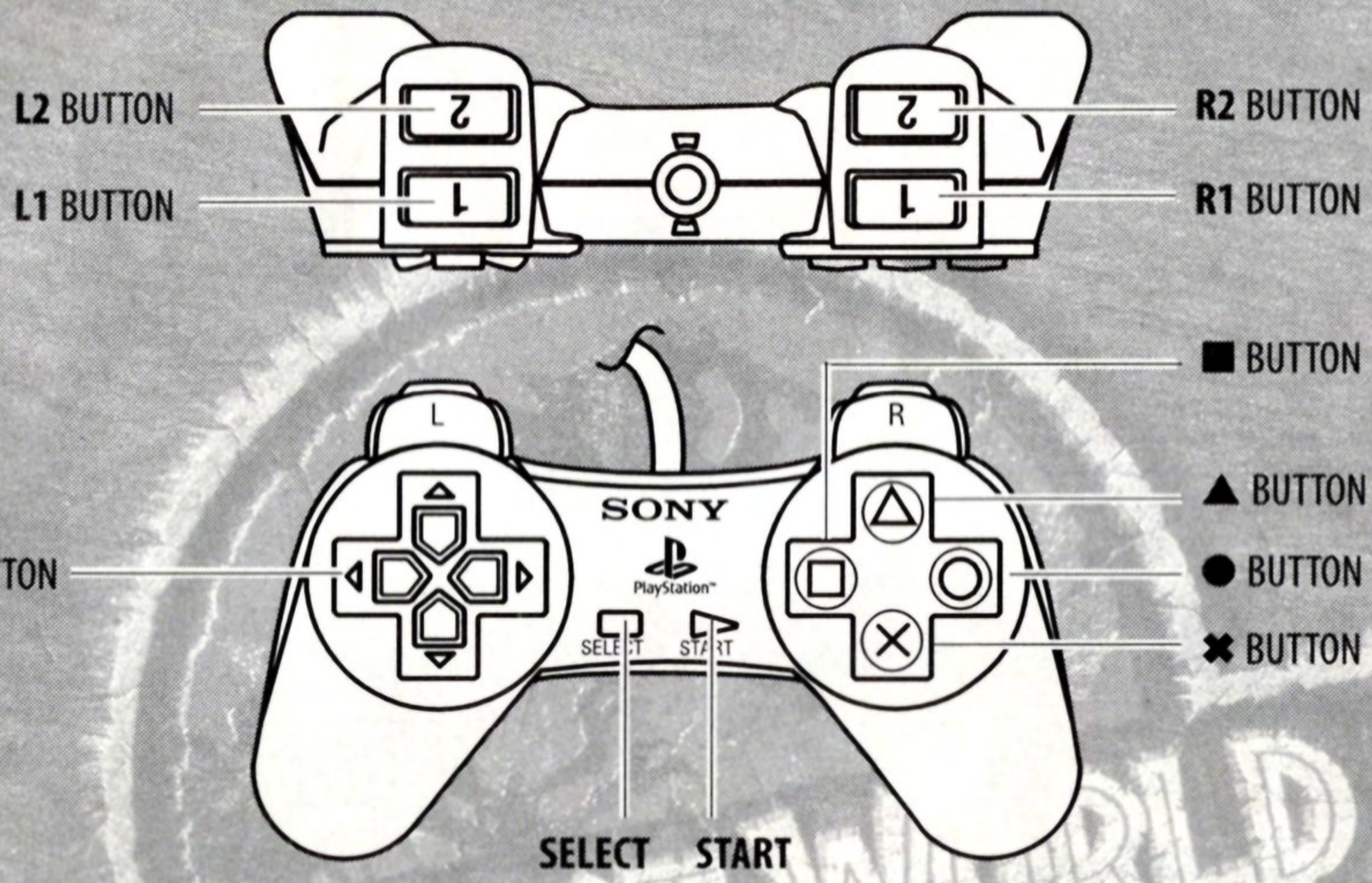
STARTING THE GAME



1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the The Lost World: Jurassic Park™ Special Edition disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console. The introductory sequence begins.

♦ To skip the introductory sequence and go directly to the Main menu (p. 6), press **START**.

CONTROL SUMMARY



MENU CONTROLS

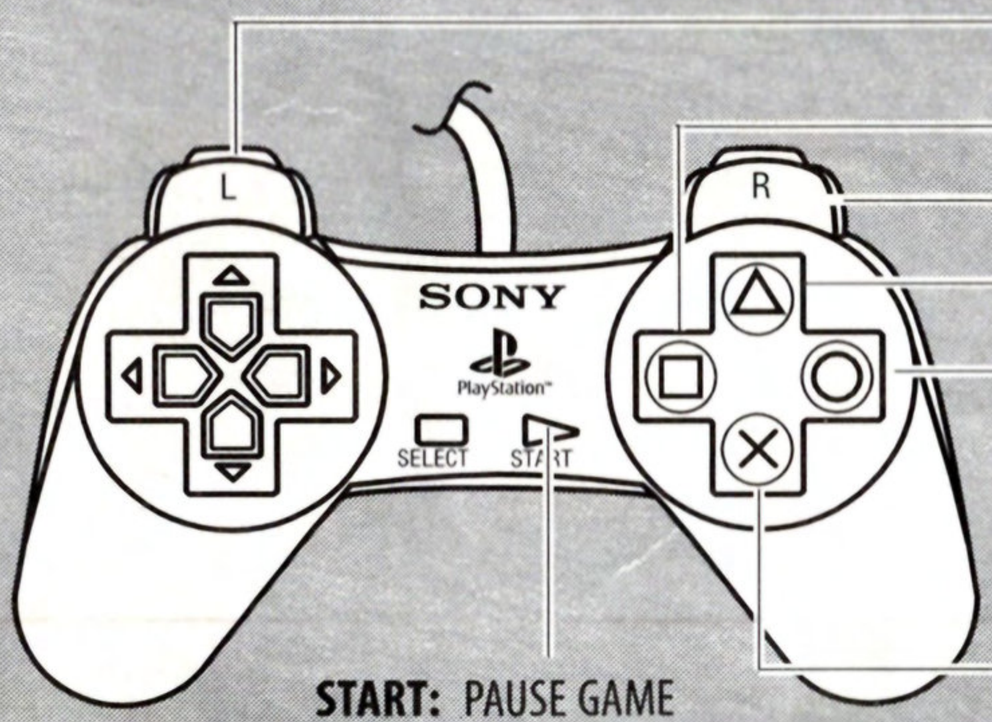
ACTION	CONTROL
Highlight option	D-Button ↕
Cycle/toggle highlighted option	D-Button ↔
Select highlighted option	✖
Return the user to the previous screen	▲, **SELECT**

GAMEPLAY CONTROLS

➤ **A NOTE ON ALTERNATE PATHS:** In some levels there are different ways to get to the end or areas accessible only through alternate paths.

- To take any forward branching alternate paths while moving forward, hold **R1**.
- To take any back-branching alternate paths, hold **R1** while moving toward the beginning of the level.

COMPY/RAPTOR



L2: RAPTOR CALL

■ BUTTON: SNAP ATTACK

R2: EAT A DEAD DINOSAUR OR HUMAN TO GAIN HEALTH

▲ BUTTON: EVADE

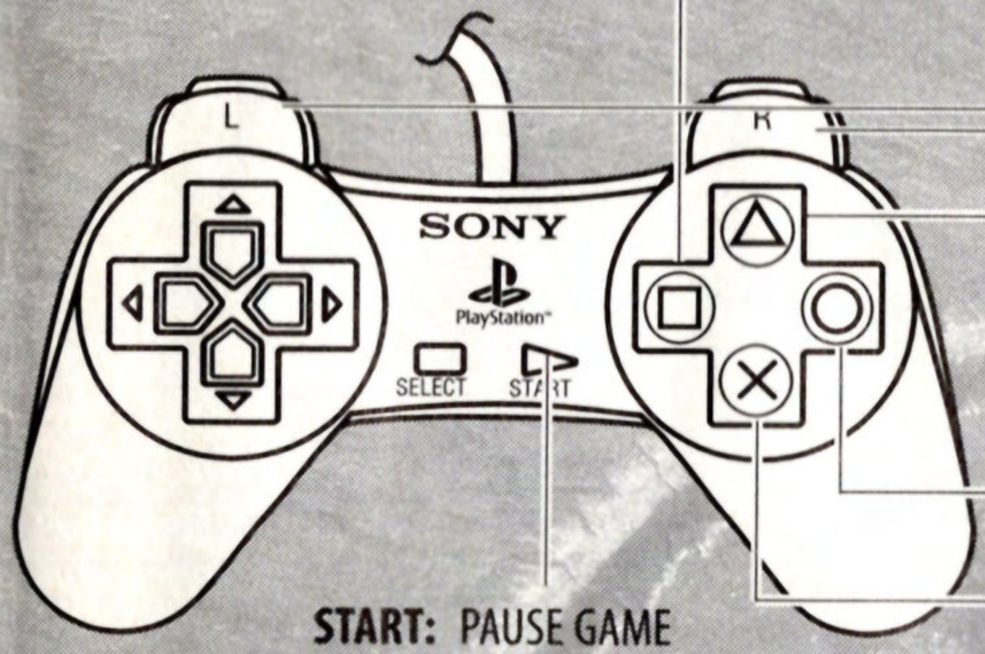
● BUTTON: LUNGE ATTACK (WHEN CONTROLLING THE RAPTOR, USE THIS WITH A JUMP FOR A FEROCIOUS FLYING ATTACK)/SPEED SWIM (HOLD ● DURING UNDERWATER COMPY LEVELS FOR A SWIMMING SPEED BURST)

✖ BUTTON: JUMP

START: PAUSE GAME

- To quit the game, press **START** to pause the game, then press **SELECT**. The Main menu appears.

TYRANNOSAURUS



■ BUTTON: LUNGE ATTACK/TOSS A CAPTURED HUNTER/DINOSAUR

R2 OR **L2:** ROAR

▲ BUTTON: RAM OBJECTS (D-BUTTON IN THE DIRECTION OF THE OBSTRUCTION)/SLAM A CAPTURED HUNTER/DINOSAUR

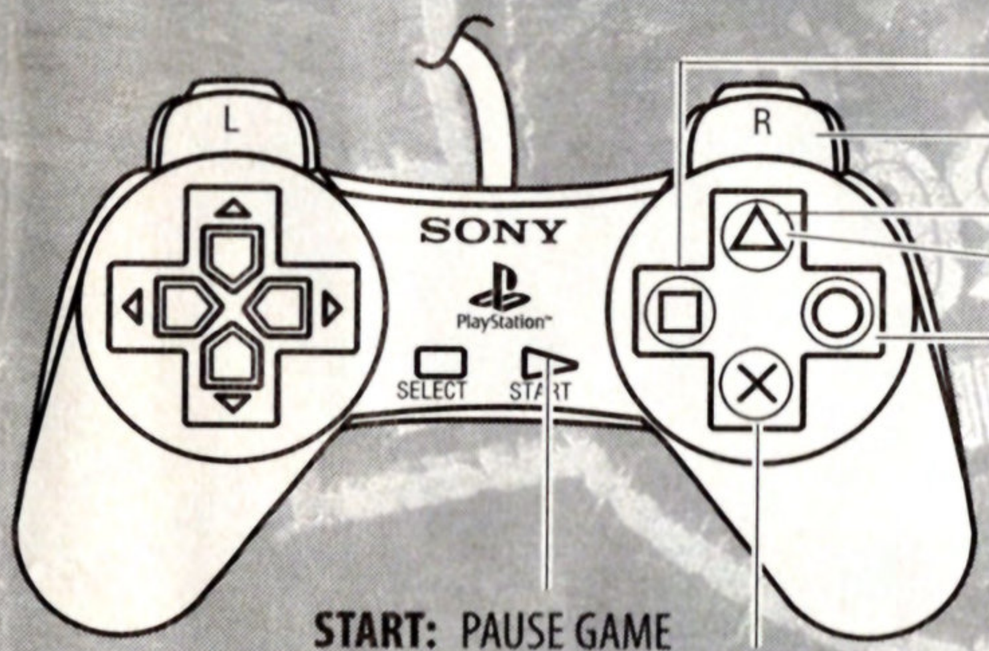
● BUTTON: SNAP ATTACK/TOSS A CAPTURED HUNTER/DINOSAUR

✖ BUTTON: JUMP/EAT A CAPTURED HUNTER/DINOSAUR

START: PAUSE GAME

- To quit the game, press **START** to pause the game, then press **SELECT**. The Main menu appears.

HUMAN



■ BUTTON: FIRE WEAPON

R2/L2: CYCLE THROUGH WEAPONS

▲ BUTTON: EVADE

▲ + D-BUTTON ←/→ : FORWARD ROLL

● BUTTON: JUMP AND FIRE PITON. THE PITON ATTACHES TO ANY OVERHANGING STRUCTURE WITHIN RANGE. TO HOLD ON TO THE PITON, HOLD ●.

- TO RAISE/LOWER YOURSELF WHILE HANGING ON THE PITON, D-BUTTON ↕.
- TO SWING BACK AND FORTH WHILE THE PITON IS ATTACHED, D-BUTTON ↔.

START: PAUSE GAME

✖ BUTTON: JUMP

➤ **NOTE:** During the first two Human prey levels, the T-Rex cannot be killed.

- To quit the game, press **START** to pause the game, then press **SELECT**. The Main menu appears.

GETTING STARTED

INTRODUCTION

Welcome to predators' paradise. Here, 120 million years of predatory evolution converge in a single moment in time. Isolated on a remote island, modern man comes face to face with dozens of species of genetically engineered dinosaurs. Now it is survival of the fittest. Deadly creatures from opposite ends of the Earth's history find themselves locked in an epic struggle.

In *The Lost World: Jurassic Park Special Edition*, you control three different species of dinosaur characters and two human characters in turn through different parts of the island. If your survival skills are good enough to make it through a section of the island, you control the next character. The goal is to work your way through the island, controlling different predators until only one remains. Hunt or be hunted.

You start as T-Rex, fighting, stomping, and eating your way through Jurassic Park. Each character starts a level with 7 lives. If a character dies, it begins again at the start of the sublevel in which it died.

At the end of the first level, you receive a password (➤ *Password* on p. 8). Use this password to return to the start of the last level played.

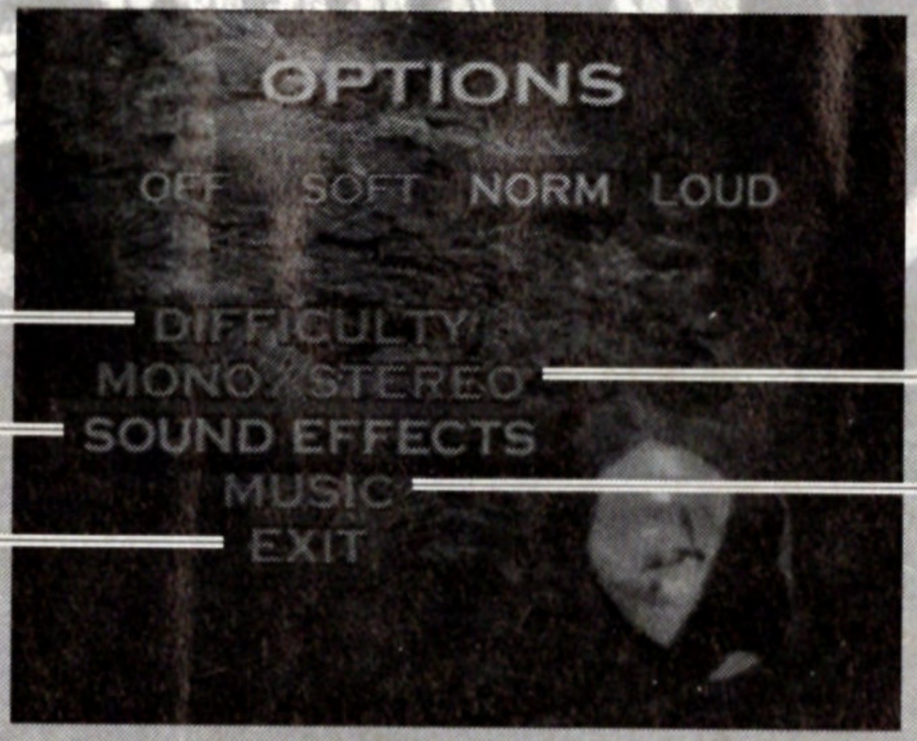
MAIN MENU

- To cycle through menu options, D-Button ↕
- To select the highlighted option, press ✖

GAME SCREEN

OPTIONS

Adjust all of your sound and difficulty settings for the upcoming game.



- To cycle through options, D-Button ↕, To cycle/toggle settings for the highlighted option, D-Button ↔.
- To return to the Main menu, highlight EXIT and press ✖.

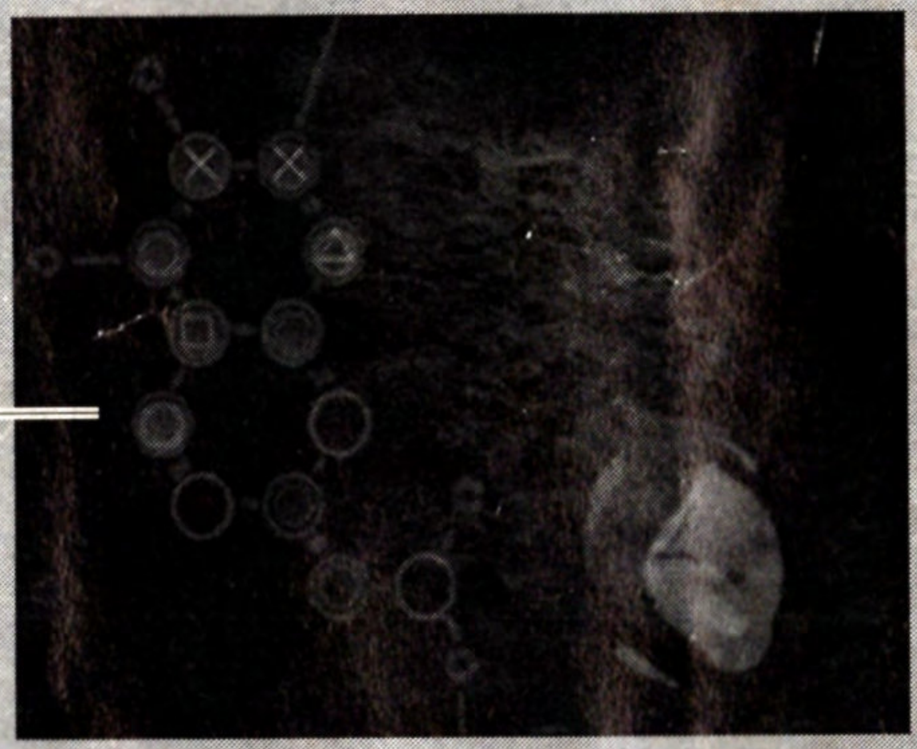
PASSWORD

Passwords allow you to continue a game. After successful completion of a character's section (each section contains several levels), the Level Password screen appears. Write down your Password to continue the game from this point.

- To return to the game from the Password Display screen, press ✖.

To continue a game using a password:

1. Go to the Password screen from the Main menu.



DNA PASSWORD DIAGRAM

- To return to the Main menu, press **SELECT**.

2. Press the symbol (■, ▲, ●, or ✖) that corresponds to the first slot in your password. Your symbol appears in the slot, and the cycling highlight moves to the next slot.
3. Continue adding symbols until the DNA password diagram is completely filled in. If your password is valid, your game begins. If you password is invalid, the Main menu appears.

- To move back one slot in the DNA strand, D-Button ↑.

CHEAT CODES

Enter codes at Level Start Password Screen:

Character Passwords (99 Lives, All DNA)

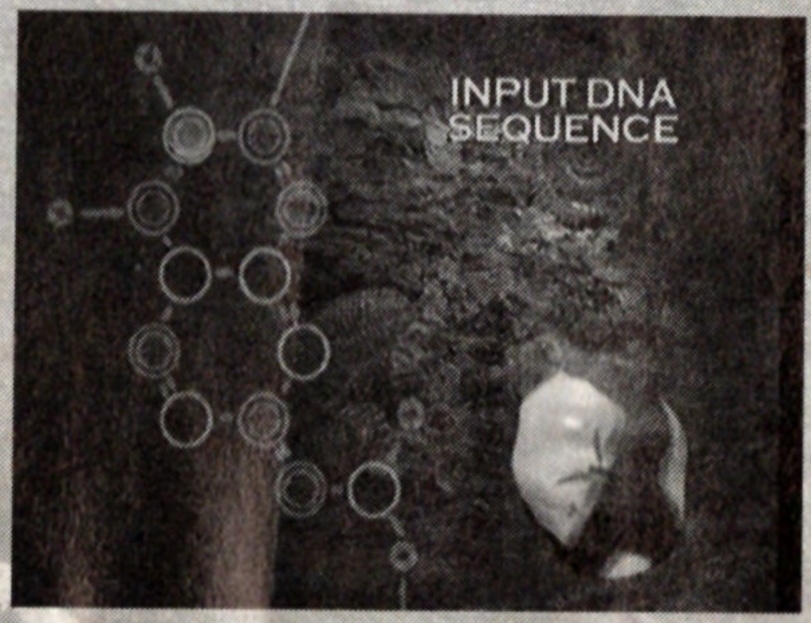
Compy Level - ✖ ✖ ● ▲ ■ ✖ ■ ✖ ● ■ ▲ ■

Hunter Level - ■ ■ ▲ ● ✖ ■ ■ ■ ■ ✖ ● ▲

Raptor Level - ✖ ✖ ● ▲ ■ ✖ ■ ✖ ■ ■ ▲ ●

T-Rex Level - ✖ ✖ ● ▲ ■ ■ ■ ✖ ▲ ■ ▲ ■

Sarah Level - ■ ■ ▲ ● ✖ ✖ ■ ■ ▲ ✖ ● ▲



Debug Menu Password*

Repeat 2 times - ■ ✖ ● ▲ ▲ ✖ ■ ● ▲ ● ✖ ■

WEAPONS AND POWERUPS

ALL CHARACTERS

1-Up

Awards an additional life.

DNA Key

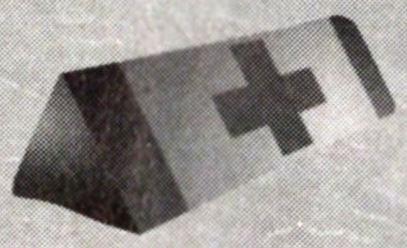
Every level has a DNA Key. Collect them all to earn a Gallery Password when you complete the levels for a particular character. The Gallery Password unlocks a gallery of behind-the-scenes images. There is a gallery for each of the five player characters. However, if you miss any of the DNA Keys at any time, you are locked out of the gallery for the current character and all those that follow. Collect all the DNA Keys in all the levels to unlock a secret ending.

DINOSAUR CHARACTERS

Partial Instinct Boost
Adds 25% to instinct.

Full Instinct
Boosts instinct to 100%.

HUMAN CHARACTERS

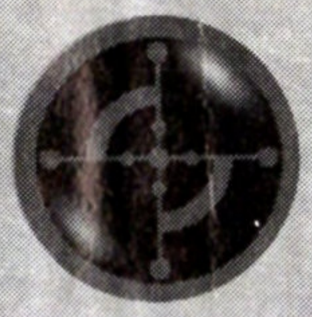


Partial Health Boost
Adds 25% health.

Full Health
Restores 100% health.

Tranquilizer Darts
Hunter's standard ammunition—veterinary grade tranquilizers, unlimited ammo.

Rapid Fire Tracer Ammo
Quick-firing phosphate coated bullets.



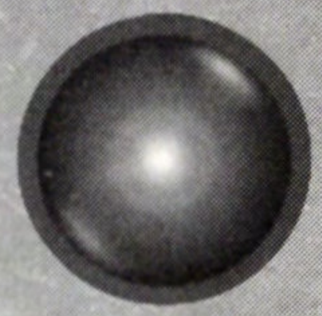
Time-Delay Grenade
Self propelled explosive with a short automatic timer.

Nerve Gas
Creates a fast-acting toxic cloud of deadly BMD-2 gas.

Rocket Propelled Grenade
Extremely powerful, high-velocity incendiary ammunition.

Flame-thrower Fuel
Provides a steady stream of fiery napalm.

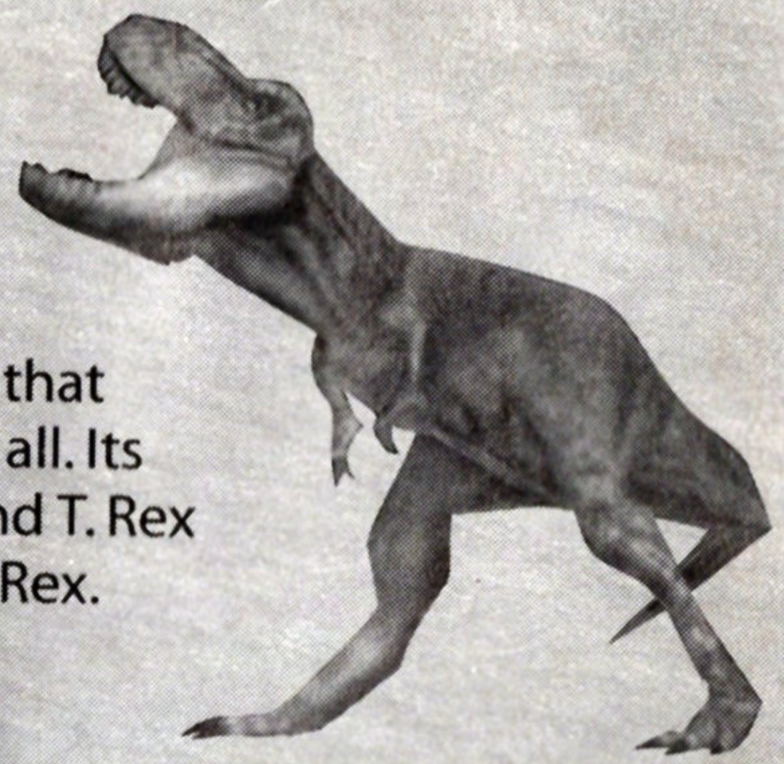
Emergency Rescue Flare
Brightly burning flares useful for distracting large bipedal carnivores.



PROFILES

PLAYER CHARACTERS

T-REX



Dubbed the "king of the dinosaurs," T. Rex lived 65 million years ago and ranged across western North America. T. Rex was among the largest and most powerful land carnivores that ever lived and is perhaps the most well known dinosaur of all. Its diet consisted largely of duckbills and horned dinosaurs, and T. Rex bite marks have even been found on the face of another T. Rex.

NAME: Ruler Lizard
SIZE: 40 Feet long, 7 tons
PERIOD: 68–65 million years ago, late Cretaceous
LOCATION: Montana, Wyoming, Colorado, New Mexico, South Dakota, Western Canada and possibly China
DIET: Meat

VELOCIRAPTOR

Velociraptor was swift, smart, and well equipped with sharp teeth, large eyes, and long clawed fingers and toes. Although no larger than a modern wolf, it was armed with a terrifying, sickle-like claw on the second toe of its hind foot. It used these large hand and toe claws to slash victims, and it may have hunted in packs.

NAME: Swift Robber
SIZE: 6 Feet long
PERIOD: 85–80 million years ago, late Cretaceous
LOCATION: Mongolia, China, possibly Russia
DIET: Meat

COMPSOGNATHUS (Compy)

Among the smallest of all known dinosaurs, this meat-eater was thought to be only as large as a chicken when its fossil was first discovered nearly a century ago in Germany. That was a juvenile, but Compsognathus grew no bigger than a turkey as an adult. With its light and powerful anatomy, Compsognathus must have been a fast-running predator that fed on insects and possibly small vertebrates.

NAME: Elegant Jaw

SIZE: 40 inches long, weight 6–8 pounds

PERIOD: 156–145 million years ago, late Jurassic

LOCATION: Bavaria, Germany, France

DIET: Small vertibrates and insects

HOMO SAPIEN

Possibly the first major evolutionary division between homo sapiens and our nearest relatives, the great apes, was two-legged walking or Bipedalism. The development of this means of locomotion led to other skeletal changes and is seen as the defining characteristic of the species. Further evolution led to stereoscopic vision and a high brain size to body ratio that enhanced Homo Sapiens' singular ability to adapt to changing environments.

NAME: Human Hunter

SIZE: 6.4 feet high, weight approximately 210 pounds

PERIOD: 35,000 ago to present

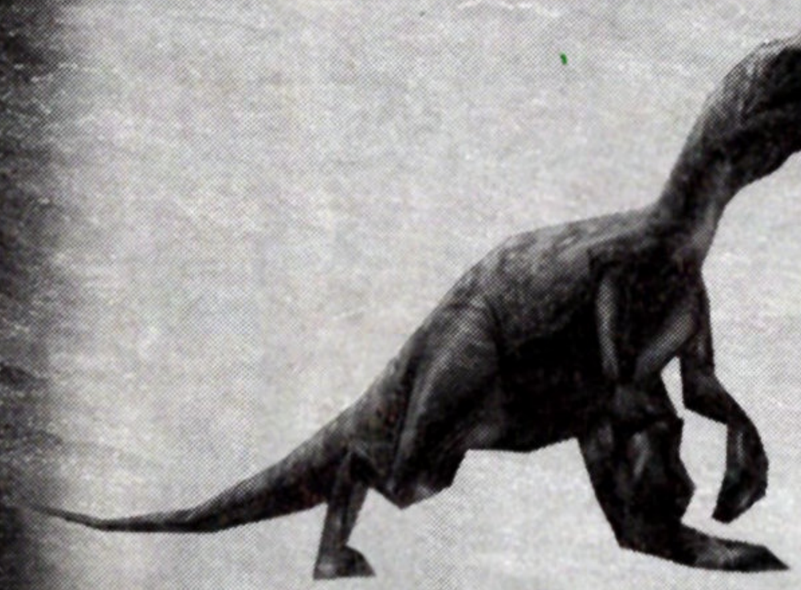
LOCATION: North America, South America, Europe, Asia, Africa, Australia

DIET: Omnivore

NON-PLAYER CHARACTERS

ALLOSAURUS (AL-uh-SAW-rus)

The best-known large carnivore of the Late Jurassic period, Allosaurus was a powerful flesh-eater brandishing more than seventy 3-inch-long teeth. Hinged jaws and a movable joint in the skull allowed it to wolf down enormous hunks of meat. Allosaurus was 30-40 feet long and lived in North America 156–145 million years ago.

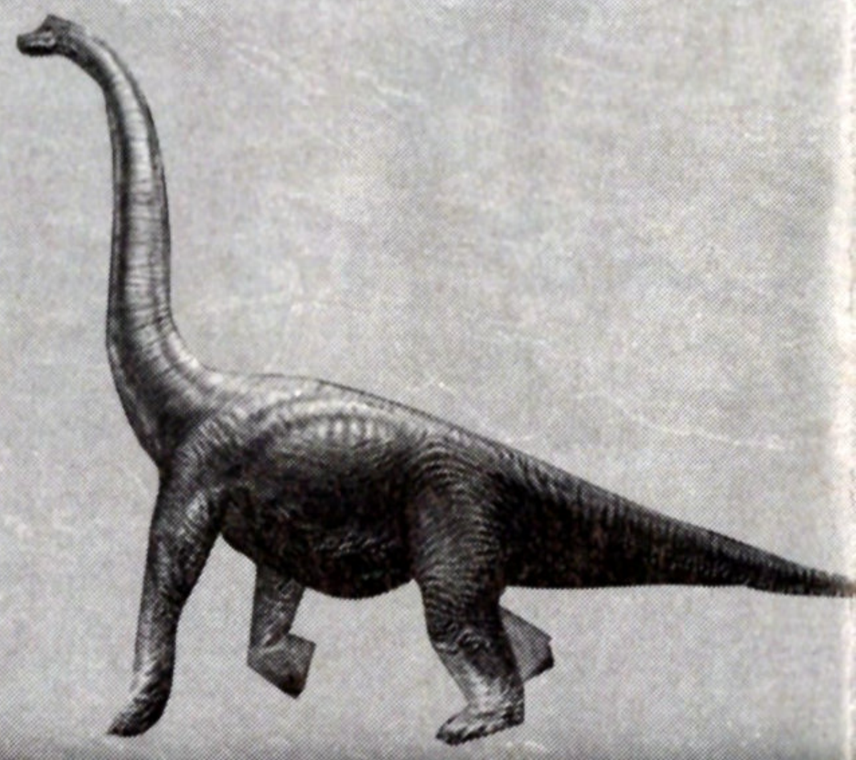


BARYONYX (BAYR-ee-ON-icks)

Nicknamed "claws," Baryonyx was an unusual, large meat-eater. Perhaps its most distinctive characteristics were its long crocodile-like snout with many teeth and its enormous talons, nearly one foot long. Baryonyx was 30 feet long and lived in England 125 million years ago.

BRACHIOSAURUS (BRACK-ee-uh-SAW-rus)

The giraffe-like Brachiosaurus, standing up to 52 feet high, is one of the best known of all the giant sauropod browsers. Specimens found in Colorado and Tanzania tell us that Brachiosaurus was 82 feet long and lived on a diet of plants during the Late Jurassic period 156–145 million years ago.



CARNOTAURUS (KAHR-nuh-TOR-us)

This bizarre-looking meat-eater had quite a large skull with a deep, narrow snout and a pair of prominent horns above the eyes. It also had remarkably stubby forelimbs and made use of stereoscopic vision. Carnotaurus was 25 feet long and lived in Patagonia and Argentina during the middle to late Cretaceous, 113-91 million years ago.

DEINONYCHUS (dye-NON-i-kus)

Deinonychus was a relatively small meat-eater, perhaps weighing less than 200 pounds. Its name, "terrible claw," refers to a deadly, 5 inch, sickle-shaped claw on the second toe. The claws were retractable and perfectly designed for seizing and killing prey at high speeds. Deinonychus was 10 feet long, 3.5 feet high and lived in Montana and Wyoming 113–93 million years ago.

DIMORPHODON (DIE-more-fo-don)

This flying reptile, or pterosaur, had a long tail and an unusually large head. Paleontologists argue whether this pterosaur ever spent much time in the air. It may have been better suited for waddling along the ground or for clinging like a bat to cliff tops and branches. Dimorphodon had a wing-span of 4 feet and lived in England 200–145 million years ago.

EUOPLOCEPHALUS (YOO-oh-pluh-SEF-uh-lus)

The best-known of all the armored dinosaurs, Euplocephalus is covered from head to tail with bony plates. Its most distinctive feature, a tail club made of four fused bony growths, was possibly used as a weapon. Euoplocephalus was 17 feet long and 6 feet wide, fed on soft vegetation, and lived in Alberta 76–70 million years ago.

LEPTOCERATOPS (LEP-tuh-SER-uh-tops)

Leptoceratops, a small horned dinosaur, is the most primitive known protoceratopsid, yet its remains date from near the close of dinosaur time. It seems to be an ancestor that coexisted with its descendants. Leptoceratops was 72 inches long and 29 inches high, and it fed on plants 68–65 million years ago.

ORODROMEUS (OR-uh-DROH-mee-us)

Orodromeus, or "mountain runner," was among the fastest of all hypsophodontids. It was a primitive plant-eater that walked on its hind legs. Orodromeus was about 1 foot long and ate plants and insects 77–73 million years ago.

PACHYCEPHALOSAURUS (PACK-I-SEF-uh-luh-SAW-rus)

Pachycephalosaurus was the largest and most advanced of the bone-heads, or pachy-cephalosaurs. The bony spikes on its snout may have been used for digging, and its thick skull may have been used in head-butting contests between rival males. "Thick head lizard" was 15 feet long, and lived in North America 68–65 million years ago.

PARASUCHUS (PARA-sook-us)

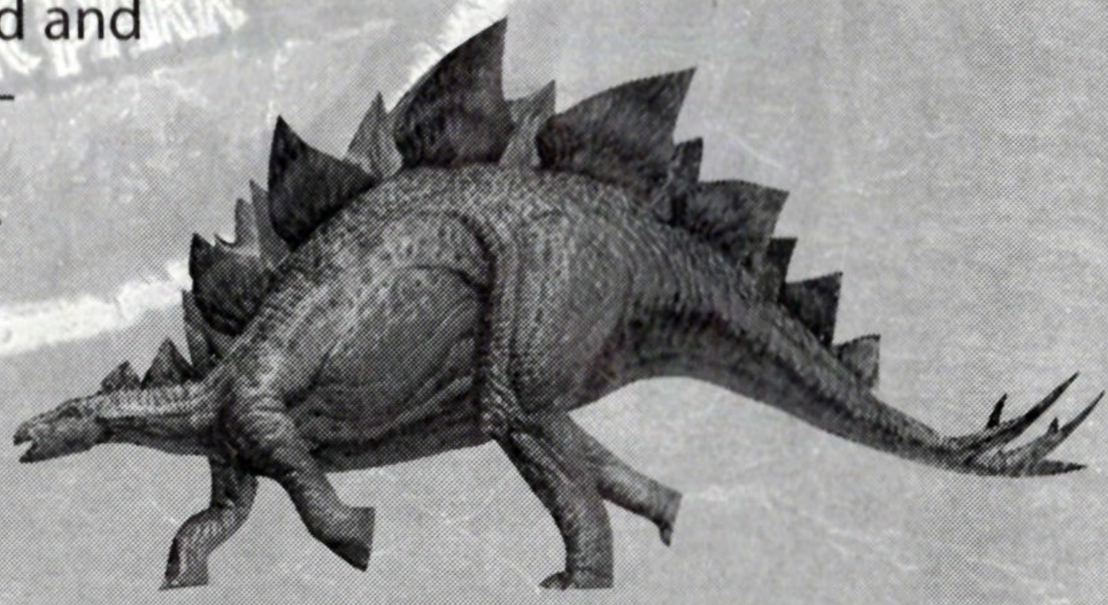
This ancient reptile prowled fresh-water swamps at the same time as the earliest dinosaurs. Shaped like primitive crocodiles, this reptilian meat-eater was a larger hunter than many of the carnivorous dinosaurs of the time. Parasuchus was 12 feet long and lived in North America 220–200 million years ago.

STAURIKOSAURUS (STAW-ri-kuh-SAW-rus)

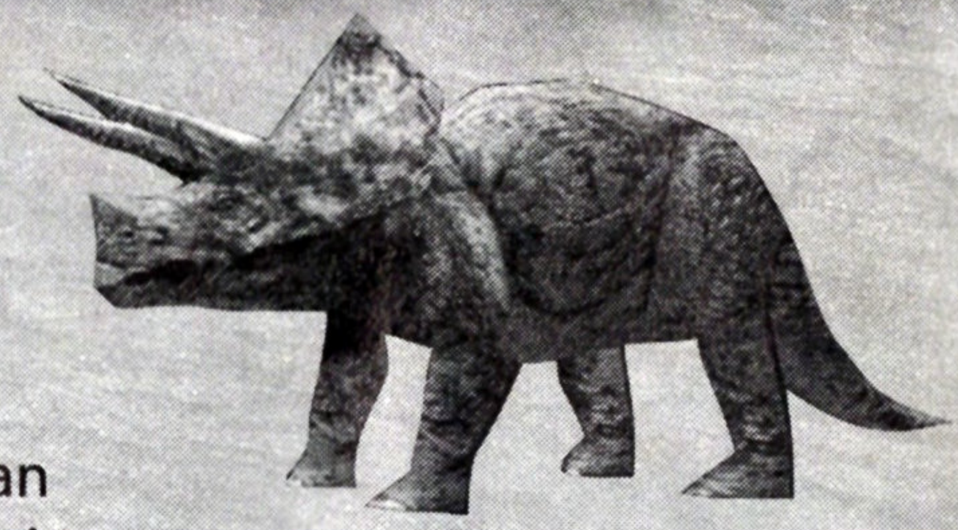
This very primitive carnivore was one of the earliest of all dinosaurs. It ran on two legs, and its size and build suggest that it was a swift runner. Staurikosaurus was about 5 feet long and lived in Brazil and Argentina 231–225 million years ago.

STEGOSAURUS (STEG-uh-SAW-rus)

The stegosaurid dinosaurs were a nearly worldwide group of plated, spiked plant-eaters that thrived in the Late Jurassic Period and beyond. All of these were four-legged, small-headed, and heavy-limbed, but the Stegosaurus had the identifiable features of an array of thin, vertically-oriented plates along its back and four tall spines at the end of its tail. Stegosaurus was 25 feet long and lived in North America 156-145 million years ago.



TRICERATOPS (trye-SER-uh-tops)



The three-horned plant-eater Triceratops is the largest, most common, and best known of the horned dinosaurs. The brow horns could have been as long as 3 feet and were backed up by an enormous frill that measured 7 feet wide. Using its bulk and horns, it may have charged predators like its contemporary, Tyrannosaurus, in the same manner as an enraged rhinoceros. Triceratops was 25 feet long and lived in North America and Canada 68–65 million years ago.

CREDITS (ORIGINAL VERSION)

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